

Advanced Gravis Computer Technology Ltd.

AOL: Adv Gravis

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(the public) as an XMas '93 gift. Enjoy.

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-----Midifier documentation-----
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MIDI adapter.

Once midifier is started, the display should look like the following:

```
e Configuration: Untitled 00000000000000000000000000000000c
Program # Edit # Channel #
Now displaying channel 1
Volume: #000000000000\000# 100 Pitch Bend: #00000000\0000000# 081920
Expression: #00000000000000000# 127 PB Sensitivity: #00\000000000#02
Pan: #000000000\0000000# 064 [ ] Sustain
Mod Wheel: #\0000000000000000# 000 Program: None #
Patches Loaded: Memory Available: 1024K All Notes Off
[ ] Use 8-bit patches
Unload Percussion
Unload Patch
```

The top half of the screen is showing the current parameters for MIDI channel 1. When you use the MIDI keyboard to adjust parameters such as volume, expression, pan, mod wheel, or pitch bend, the screen will get updated to show you the new values. You can also adjust the MIDI parameters by using the mouse or keyboard.

Midifier won't actually make any sounds until you load instruments. You can load instruments using one of several methods:

- 1) Click on the drop-down-menu next to the label "Program:" and a menu will appear with a list of instruments. The screen should look like the following:

```
Configuration: Untitled
Program # Edit # Channel #
Now displaying channel 1
Volume: #100# 100 Pitch Bend: #0# 08192
Expression: #127# 127 PB Sensitivity: #0# 02
Pan: #064# 064 [ ] Sustain
Mod Wheel: #0# 000 Program: None
Patches Loaded: Memory Available: 1024K
acpiano 000#0000L
britepno 001 r f
synpiano 002 000000
honky 003 00
epiano1 004 00
epiano2 005 00
hrpschrd 006 00
clavinet 007 #0
[ ] Use 8-bit patches
[ ] Unload Percussion
[ ] Unload Patch
```

You can either type the name of the instrument you want, or use the arrow keys or page up and page down keys to find an instrument. Or, you can hold down the first mouse button and slide the mouse upwards or downwards beyond the top or bottom of the listbox to scroll. When the instrument you want to load is highlighted, press return, or click with the mouse.

The screen should look something like the following:

```
Configuration: Untitled
Program # Edit # Channel #
Now displaying channel 1
Volume: #100# 100 Pitch Bend: #0# 08192
Expression: #127# 127 PB Sensitivity: #0# 02
Pan: #064# 064 [ ] Sustain
Mod Wheel: #0# 000 Program: honky 003
Patches Loaded: Memory Available: 0896K
All Notes Off
honky 003
[ ] Use 8-bit patches
[ ] Unload Percussion
[ ] Unload Patch
```



```

Pan: #00000000\000000# 064      [ ] Sustain
Mod Wheel: #\000000000000000# 000 Program: None #
Patches Loaded: Memory Available: 1024K
All Notes Off
[ ] Use 8-bit patches
Unload Percussion
Unload Patch

```

The Edit Program selection menu lets you do the following:

- * Split the keyboard among multiple instruments
- * Play multiple instruments simultaneous
- * Play different instruments depending on how hard you hit the keys
- * adjust instrument tuning
- * add quick-and-dirty chorusing effect

```

Configuration: Untitled
[ ] Respond to MIDI program change
Split patch selection by: (*) Note ( ) Velocity

```

Note	To	Use Patch	Offset	Tune	Use
0	127	acpiano 000 #	0	1018	[X]
0	127	britepno 001 #	0	1020	[X]
0	127	synpiano 002 #	0	1024	[X]
0	127	honky 003 #	0	1030	[X]
0	127	None #	0	1024	[]

```

Ok

```

The Respond to MIDI program change button toggles between using the normal instrument selection, or the cool-neato instrument selection shown above.

The keyboard can be split either by note (pitch) or velocity (volume). Each row can be used to select an instrument. When a midi note is hit that falls in the range of the first column and second column, the note will be heard. The offset can be used to adjust the pitch of a note by semitones. There are 12 semitones in an octave. The tune column can be used to detune a patch. If 1024 is used, no detune will occur. This number will be multiplied by the frequency, and then divided by 1024. So, 1085 will be one semitone, 1149 will be two, 1217 will be three, etc. A simple chorusing effect can be creating by choosing numbers close to 1024, such as 1020, 1024, 1028, 1032, etc...

Other input methods: If you are trying to set a range where a Piano should be heard (between c2 and b3), click in row one in the "Use Patch" column, and select acpiano. Now, click in the first column to set the lower range. Press the C2 note on your MIDI keyboard, and a 36 should appear in the first column. Now press the tab key to advance to the next column, or click on the "To" column with the mouse. Press the B3 note on your MIDI keyboard, and a 59 will appear in the "To" column. Now, Midifier is set up to listen to only the notes between C2 and B3. However, the offset column is still zero, and a MIDI note of zero is below your hearing range. You should set up the offset so that it matches the low range. Click your mouse in the offset field and press the C2 key, or type in 36. To test out the setup, click on a field that won't be affected by a "note-on" MIDI event. Tab to the "Use" column, it is a safe place to be while playing around. Now try playing your MIDI keyboard, and you'll notice that the piano only plays in the range from C2 to B3. Using the same method, you can assign other rows to different instruments. If the numbers in the first and second columns overlap between rows, you can play multiple instruments simultaneously.

[illegible]

```

Configuration: Untitled

```

```

Program
Now display UltraSound memory allocated for
custom patch: 256K
Volume: # 08192
Expressio Record [X] Loop #02
Pan: #
Mod Wheel
Start loop: #
Patches
End loop: #
Ok
Unload Patch

```

Another toy-feature of Midifier is the custom patch feature. If you add a microphone to the second input jack from the bottom of your UltraSound card, you can create your own toy patch. Just click on the record button while making noise into the microphone. When you are done, press enter, space, or click the mouse button on the stop button. Now start playing on your MIDI keyboard. If you want to turn the looping off, press the loop button. If you want to edit the loop points, move the start loop or end loop sliders. You will not be able to create real fancy patches with this feature. If you would like to create real patches, look for one of the many patch editors available from Advanced Gravis, or public networks such as Internet, Compuserve, Genie, America Online, etc.

More features will be added to midifier at various times in the next 30 or 40 years, so keep looking.

--Mike Leibow
Forte Technologies